


 Searching within **The ACM Digital Library** for: pipeline object reflection (start a new search)

Found 563 of 250,316

**REFINE YOUR SEARCH**
**▼ Refine by Keywords**
 pipeline object reflection

Discovered Terms

**▼ Refine by People**

 Names  
Institutions  
Authors  
Editors  
Reviewers

**▼ Refine by Publications**

 Publication Year  
Publication Names  
ACM Publications  
All Publications  
Content Formats  
Publishers

**▼ Refine by Conferences**

 Sponsors  
Events  
Proceeding Series

**ADVANCED SEARCH**

**FEEDBACK**


Found 563 of 250,316

Search Results

Related Journals

Related Magazines

Related SIGs

Related C

Results 1 - 20 of 563

 Sort by  relevance   expar

Result page: 1 2 3 4 5 6 7 8 9 10

**1 A fast relighting engine for interactive cinematic lighting design**

Reid Gershbein, Pat Hanrahan

 July 2000 **SIGGRAPH '00**: Proceedings of the 27th annual conference on Computer graphics and interactive techniques

**Publisher:** ACM Press/Addison-Wesley Publishing Co.

 Full text available:  (596.95 KB) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)
**Bibliometrics:** Downloads (6 Weeks): 10, Downloads (12 Months): 81, Citation Count: 9

We present new techniques for interactive cinematic lighting design of complex scenes: procedural shaders. Deep-framebuffers are used to store the geometric and optical info the visible surfaces of an image. The geometric information ...

**Keywords:** animation, illumination, image-based rendering, optics, rendering, rendering texture mapping

**2 A voxel-based, forward projection algorithm for rendering surface and volumetric data**

John R. Wright, Julia C. L. Hsieh

 October 1992 **VIS '92**: Proceedings of the 3rd conference on Visualization '92

**Publisher:** IEEE Computer Society Press

 Full text available:  (738.41 KB) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)
**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 27, Citation Count: 7

In this paper we present a voxel-based, forward projection algorithm with a pipeline architecture for real-time applications. The multi-sensor capabilities (electro-optical, or visual, and infrared) implemented in software have also been applied ...

**3 An open-source CVE for programming education: a case study**
 Andrew M. Phelps, Christopher A. Egert, Kevin J. Bierre, David M. Parks  
July 2005 **SIGGRAPH '05**: SIGGRAPH 2005 Courses

**Publisher:** ACM

 Full text available:  (7.92 MB) **Additional Information:** [full citation](#), [references](#)
**Bibliometrics:** Downloads (6 Weeks): 39, Downloads (12 Months): 362, Citation Count: 0

**4 Fast GPU ray tracing of dynamic meshes using geometry images**

Nathan A. Carr, Jared Hoberock, Keenan Crane, John C. Hart

 June 2006 **GI '06**: Proceedings of Graphics Interface 2006

**Publisher:** Canadian Information Processing Society

 Full text available:  (599.97 KB) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)
**Bibliometrics:** Downloads (6 Weeks): 26, Downloads (12 Months): 199, Citation Count: 12

Using the GPU to accelerate ray tracing may seem like a natural choice due to the high nature of the problem. However, determining the most versatile GPU data structure for

storage and traversal is a challenge. In this paper, we introduce ...


**Keywords:** GPU algorithms, geometry images, mesh parameterization, ray tracing

## 5 Evolution of 3D mobile games development

Fadi Chehimi, Paul Coulton, Reuben Edwards

January 2008 **Personal and Ubiquitous Computing**, Volume 12 Issue 1

**Publisher:** Springer-Verlag


Full text available:  Pdf (300.72 KB)

**Additional Information:** [full citation](#), [abstract](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 30, Downloads (12 Months): 177, Citation Count: 2


3D computer graphics have been an important feature in games development since it was introduced in the early 80s and there is no doubt that 3D based content is often viewed as more attractive in games than the more abstract 2D graphics. Many games ...

## 6 Exploring volume rendering with path tracing

 Scott Davis, Xiaojian Jiang, Greg Nichols, James Cremer


July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Posters**

**Publisher:** ACM 

Full text available:  Pdf (79.78 KB) **Additional Information:** [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 1, Downloads (12 Months): 17, Citation Count: 0

## 7 Programming graphics processors functionally

 Conal Elliott

September 2004 **Haskell '04: Proceedings of the 2004 ACM SIGPLAN workshop on Haskell**

**Publisher:** ACM 


Full text available:  Pdf (673.50 KB) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#).

**Bibliometrics:** Downloads (6 Weeks): 19, Downloads (12 Months): 73, Citation Count: 3

Graphics cards for personal computers have recently undergone a radical transformation: function graphics pipelines to multi-processor, programmable architectures. Multi-processor architectures are clearly advantageous for graphics for the ...

**Keywords:** 3D modeling, code generation, compilers, computer algebra, computer graphics domain-specific languages, functional geometry, functional programming, graphics languages, graphics processors, partial evaluation, procedural geometry, procedural shading, shading


## 8 Modern approaches to augmented reality

 **Video files associated with this course are available from the citation page**

Oliver Bimber, Rameshaskar

August 2007 **SIGGRAPH '07: SIGGRAPH 2007 courses**

**Publisher:** ACM 

Full text available:  Pdf (46.17 MB) **Additional Information:** [full citation](#), [appendices and supplements](#), [references](#), [index terms](#)

**Bibliometrics:** Downloads (6 Weeks): 220, Downloads (12 Months): 1348, Citation Count: 0

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time techniques, details about hardware and software ...

## 9 Modern approaches to augmented reality


 Oliver Bimber, Rameshaskar

July 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses**


**Publisher:** ACM 

Full text available:  Pdf (48.93 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index ter](#)**Bibliometrics:** Downloads (6 Weeks): 126, Downloads (12 Months): 633, Citation Count: 1


This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and It will present examples of state-of-the-art display configurations, appropriate real-time techniques, details about hardware and software ...

**10 Modern approaches to augmented reality** Oliver Bimber, Ramesh RaskarJuly 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses****Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (2.45 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index ter](#)**Bibliometrics:** Downloads (6 Weeks): 47, Downloads (12 Months): 313, Citation Count: 1



This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and It will present examples of state-of-the-art display configurations, appropriate real-time techniques, details about hardware and software ...

**11 Escape analysis for Java™: Theory and practice** Bruno BlanchetNovember 2003 **Transactions on Programming Languages and Systems (TOPLAS)** ,**Publisher:** ACM  [Request Permissions](#)Full text available:  Pdf (684.21 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [review](#)**Bibliometrics:** Downloads (6 Weeks): 17, Downloads (12 Months): 93, Citation Count: 15


Escape analysis is a static analysis that determines whether the lifetime of data may ex scope. This paper first presents the design and correctness proof of an escape analysis f This analysis is interprocedural, context ...

**Keywords:** Java, optimization, stack allocation, static analysis, synchronization elimina**12 Exploiting perception in high-fidelity virtual environments** **Additional presentations from the 24th course are available on the citation p**

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Oraduy, Diego Gutierrez



July 2006 **SIGGRAPH '06: SIGGRAPH 2006 Courses****Publisher:** ACM  [Request Permissions](#)Full text available:  Mov (68:6 MIN),  Pdf (5.07 MB) Additional Information: [full citation](#), [appendices and](#), [abstract](#), [references](#), [cited by](#)**Bibliometrics:** Downloads (6 Weeks): 297, Downloads (12 Months): 1663, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be con building high-fidelity 3D engaging shared virtual environments. The principles of human guide important development of algorithms and techniques ...

**Keywords:** collaborative environments, haptics, high-fidelity rendering, human-compu interaction, multi-user, networked applications, perception, virtual reality**13 Realistic materials in computer graphics** Hendrik P. A. Lensch, Michael Goesele, Yung-Yu Chuang, Tim Hawkins, Steve Marschner, ' Matusik, Gero MuellerJuly 2005 **SIGGRAPH '05: SIGGRAPH 2005 Courses****Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (18.24 MB)

Additional Information: full citation, references

**Bibliometrics:** Downloads (6 Weeks): 115, Downloads (12 Months): 819, Citation Count: 0**14** [A virtual restoration stage for real-world objects](#) Daniel G. Ailaga, Alvin J. Law, Yu Hong YeungDecember 2008 **SIGGRAPH Asia '08**: SIGGRAPH Asia 2008 papers**Publisher:** ACM Full text available:  Pdf (21.78 MB)



Additional Information: full citation, abstract, references, index ter

**Bibliometrics:** Downloads (6 Weeks): 28, Downloads (12 Months): 148, Citation Count: 0

In this paper, we introduce a system to virtually restore damaged or historically significant objects without needing to physically change the object in any way. Our work addresses both creating a restored synthetic version of the object as viewed from ...

**Keywords:** digitization, energy minimization, image completion, light transport, radiance calibration, restoration



Also published in:

December 2008 **Transactions on Graphics (TOG)** Volume 27 Issue 5**15** [Level set and PDE methods for computer graphics](#) David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross WhitakerAugust 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes**Publisher:** ACM Full text available:  Pdf (17.07 MB)

Additional Information: full citation, abstract, cited by

**Bibliometrics:** Downloads (6 Weeks): 334, Downloads (12 Months): 1281, Citation Count: 4



Level set methods, an important class of partial differential equation (PDE) methods, describe surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The paper begins with preparatory material that introduces the ...

**16** [Real-time shading](#) Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, RostAugust 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes**Publisher:** ACM Full text available:  Pdf (7.39 MB)

Additional Information: full citation, abstract, cited by

**Bibliometrics:** Downloads (6 Weeks): 99, Downloads (12 Months): 712, Citation Count: 1

Real-time procedural shading was once seen as a distant dream. When the first version of the course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering ...

**17** [GPGPU: general purpose computation on graphics hardware](#) David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Wang, LefohnAugust 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes**Publisher:** ACM Full text available:  Pdf (63.03 MB)


Additional Information: full citation, abstract, cited by

**Bibliometrics:** Downloads (6 Weeks): 307, Downloads (12 Months): 1680, Citation Count: 9

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous new capabilities for general purpose computation.

bandwidth and computational horsepower, with fully programmable vertex ...

## 18 Theory and application of specular path perturbation

 Min Chen, James Arvo

October 2000 **Transactions on Graphics (TOG)**, Volume 19 Issue 4

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (280.67 KB)


**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#).

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 49, Citation Count: 4

In this paper we apply perturbation methods to the problem of computing specular reflect curved surfaces. The key idea is to generate families of closely related optical paths by given path into a high-dimensional Taylor series. Our ...


**Keywords:** Taylor series, implicit surfaces, optics, perturbation theory, specular reflect

## 19 Mark-sweep or copying?: a "best of both worlds" algorithm and a hardware-support time implementation

 Sylvain Brachina, Matthias Meyer

October 2007 **ISMM '07: Proceedings of the 6th international symposium on Memory man**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (294.73 KB)


**Additional Information:** [full citation](#), [abstract](#), [references](#), [index ter](#)

**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 59, Citation Count: 0

Copying collectors offer a number of advantages over their mark-sweep counterparts. First, they do not have to deal with mark stacks and potential mark stack overflows. Second, they do not suffer from unpredictable fragmentation overheads since they ...

**Keywords:** hardware support, mark-compact collection, object-based processor architecture, garbage collection


## 20 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, E. Kenion Musgrave, Przemyslaw Prusinkiewicz

Roble, Jos Stam, Jerry Tessendorf

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf](#) (17.65 MB)

**Additional Information:** [full citation](#), [abstract](#), [cited by](#)

**Bibliometrics:** Downloads (6 Weeks): 203, Downloads (12 Months): 1576, Citation Count: 1

This updated course on simulating natural phenomena will cover the latest research and techniques for simulating most of the elements of nature. The presenters will provide an overview of production, interactive simulation, and research perspectives ...

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#)

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2009 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:  Adobe Acrobat  QuickTime  Windows Media Player  Real Player